

Specification of Competency Standards
for the Printing & Publishing Industry
Unit of Competency

Functional Area - 跨媒體服務

Title	Master 3D special effects creation concept
Code	106359L5
Range	Thanks to 3D special effects, it is very difficult to distinguish virtual from reality in a video. Grand scenes, characters, motion, changes in weather, and warfare seen by the audience may be generated by digital technology which has greatly expanded the room for creativity of video.
Level	5
Credit	6 (For Reference Only)
Competency	<p>Performance Requirements</p> <ol style="list-style-type: none"> 1. Master the process of 3D motion tracking in special effects in order to simulate the movement of cameras in shooting. <ul style="list-style-type: none"> • Master the effects of lighting with shading, reflection and refraction on materials, texture and muscles, especially for the rendering outcome. • Master the effect of particles in the simulation of soft objects, such as hair, smoke, wind, fire, water and cloth. 2. Based on the above competency, master the creation of basic 3D special effects. 3. Know how to effectively use video with 3D special effects in order to create realistic scenes .
Assessment Criteria	<p>The integrated outcome requirements of this unit of competency are:</p> <ul style="list-style-type: none"> • Be able to master 3D special effect so as to expand the possibilities for video creation. • Be able to master production with basic 3D special effects.
Remark	